

PIRATE ADVENTURE

Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal—recovering the lost treasures of Long John Silver.
Difficulty Level: Beginner

VOODOO CASTLE

The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he really down for the Count? Difficulty Level: Moderate.

STRANGE ODYSSEY

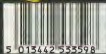
At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Prepare yourself for the incredible! Difficulty Level: Moderate.

BUCKAROO BANZAI

A previously unpublished Scott Adams adventure based upon the film of the same name. Only by unravelling the many puzzles set by Scott Adams do you stand any chance of completing this futuristic adventure. Set in the world of pop groups and science fiction.
Difficulty Level: Moderate.



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SCOTT ADAMS
SCOOPS



CBM64/128
TEXT ONLY



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Pirate Adventure
Voodoo Castle

Strange Odyssey
Buckaroo Banzai

4 Game Compilation

Scott Adams
Scoops

PLAYING HINTS

Draw a map as you go, there are a lot more places than you think and without a map you will end up going round in circles or missing areas which you haven't tried. It doesn't need to be perfect as long as you have some record of where you have been and what you've found (as well as where you found it). Examine things you find and try to remember that most problems have solutions that require no more than some careful thought and a little common sense. If you get stuck try typing **HELP**—you may or may not get assistance but you won't know until you ask and be careful about assuming things, it can be fatal.

To speed things up you may use the following abbreviations: N, S, E, W, U, D, for Go North, South, East, West, Up or Down. I is short for Inventory and will list what you are carrying.

Some (but not all) of the words available that you may find useful are:-

Get, Take, Drop, Go, Climb, Jump, Enter, Examine, Go, Leave, Move, Quit, Say, Wear, Read, Save, Light, Pull, Push and Look... There are others!!! Instructions are entered by you in the form of two word commands with the first word being a verb. If the computer doesn't understand, it will tell you so and you must try rewording what you wish to do, eg. Instead of **GO FLYING** try **FLY**. You will find that objects which can be picked up usually require only the last part of their name as in the **BLUE OX** where typing **GET OX** is all that is needed.

Good luck, happy adventuring and try not to die too often.

CBM 64/128

Ensure cassette is fully rewound. Press **SHIFT** and **RUN/STOP** keys together, press **PLAY** on the cassette player and the game will load automatically. When the game has loaded an initial message asking if you wish to start a new game or continue a saved game. To commence play simply answer the prompt for a new game. If you wish to continue a saved game, respond appropriately, remove the game cassette from the recorder, replacing it with the cassette of your saved game (fully rewound) and follow the instructions of the screen to press **PLAY** on the recorder and then return. If you wish to continue a game at a later time, insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** then follow the screen prompts which tell you to ready your cassette and press **RETURN**.

To proceed into the second game switch the computer off and then on again and repeat the loading procedure (as above). You may find it worthwhile to make a note of the counter reference on the cassette player. You must however ensure that the counter is zeroised before loading the first game. For ease we have included a grid for you.

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